

Home Computing WEEKLY

Every week, your software reviews

No. 69
July 3-9, 1984

45p

WIN

Beach-Head and
sweatshirts
from
U.S. GOLD

Software
reviews for:
Spectrum,
Commodore 64,
Dragon, BBC,
Sord, TI-99/4A

Great games to
type in for:
Commodore 64,
Oric/Atmos,
VIC-20,
BBC/Electron

PLUS
news, U.S. scene,
your letters,
latest software
charts



Big names fight piracy

Big names in computers have
got together in a powerful anti-
piracy group.

Members plan to lobby MPs
for a change in the law to make
it easier to prosecute pirates and
counterfeits.

Among the organisations
which belong to the Federation
Against Software Theft are:
Guild of Software Makers,
Computer Trade Association,
United Software Distributors,
British Computer Society,
Computer Retailers Association
and Computing Services Associa-
tion.

Continued on page 3

Queue for Amstrad

During material at 7.30pm when
the first Amstrad computers
will be sold in a central
London store.

And, as soon as the doors
opened, sales were at the rate
of 30 an hour, said manager
William King.

He said: "It's just gone
berserk. I wish we could have a
day like this every day."

He was the first of nearly 400
branches of Amstradlines to
stock the new computers.

Sales were split half-and-half
between the pricey series model
at £299 and the version with a
colour monitor which costs
£399.

Continued on page 6

**FREE
ZX User**

your own 16-page magazine for
Spectrum and ZX81 owners

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Home Computing WEEKLY

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HOME COMPUTING WEEKLY
BRITAIN'S BRIGHTEST

ZX USER

Another FREE magazine for users of the Spectrum and the ZX81. Here's a taste of what's in this issue

- Spectrum software reviews — all that's new
- can you beat your Spectrum in our game of logic?
- how to share your notes and control your Spectrum
- chess game for the ZX81

There is a full list of the contents on page three of your 16-page ZX User



• Our staff have tested the findings on 100% for accuracy and checked them for quality. Type them in with confidence

SOFTWARE REVIEWS

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NEW



GET A GRIP OF A&F SOFTWARE

*Commodore 64
Chuckie Egg
BBC 32K Haunted Abbey*

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Acorn Machines



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Watch out, Europe!

Siemens is soon to try Europe. The company has plans to establish operations in Frankfurt, West Germany in June, and Paris, France in the autumn. This is the first step for Siemens into the European computer market. The company is concentrating on implementing local language software, which Siemens believes is critical to success.

Charles Conon, Siemens's overseas business manager, said: "Our strategy aims to consolidate our leading position in the European markets and increase both our sales and market share."

Siemens is also doing very well back home, according to a report by independent market research company Audit of Consumer Services (ACS) who surveyed 21,000 households.

Siemens reportedly scooped 40 per cent of the market for the first quarter 1984. Total Siemens quarterly sales through all outlets was 273,000 with the Spectrum remaining the most popular model and taking a 36 per cent share.

AGB's findings are also mirrored by the latest Gallup Marketing Division quarterly survey of 10,000 people over the age of 16 in the UK. The total Siemens base now stands at 2.15 million units, which is 80.7 per cent household penetration. *Barry Brumby, 26 Stratford Rd, Cambridge, Surrey*

Briefly

Crayfisher has now been launched for the Commodore 64. The game, from Choice in Northern Ireland, now has additional more features. There are more video updates, a demo, and the possibility to use online joystick port. Price: £8.98.

Choice, Choice Holdings, 25 Ashford Rd, Crevinbridge BT28 4PP, N Ireland

□ □ □

Hewlett-Packard has adapted an 8D LaserLink for the Dragon 32. This makes the Scottish entry comply for the Dragon, and the Spectrum version of 8D LaserLink is reportedly the most successful of its village. Hewlett has also modified its Heston ATC for the Commodore, and added extra features, such as Commodore loading. Both prices are £5.

Hewlett-Packard, 181 Midway Dr, Milton, Abingdon, Oxon OX14 4LX

Queue

From front page

And Mr King, who has been with Hambletons for 12 years, said the fact that the company included a motorway was a big selling point — because did not need the use of the County TV.

He reckoned that every buyer, some from as far away as Chichester, also left with two items of software.

Company shops are on the way from Kew with most suppliers for Hambletons, Duns, Bosc, Comet and mail order houses.

Amstrad's sales director Derek Mould said: "The main reason for the rise of the branch was, perhaps, price-wise. But the level has been questioned and I am called every day by retailers who want to be supplied."

"Our retail run of 200,000 units for 1984 is already underwritten by our committed stockists and we are already exceeding our budget for 1985, which we anticipate bringing in 600,000 units."

■ The first Amstrad peripheral will be a dot matrix printer, made by Seikosha and costing £195.

Amstrad Consumer Electronics, 189 King's Rd, Brentwood, Essex CM8 4EP

Piracy

From front page

Member companies include IBM, Hewlett-Packard, W. H. Smith, Virgin Games and Williams, the software distributors.

PAST hopes to bring the same legal weight to the Federation Against Copyright Theft, an up to the video industry.

Ronald Robertson, a member of PAST's management group, said that as well as pressing for legislative change, PAST wanted to publish the legal processes that already existed.

Mr Robertson is the legal adviser to the CAP group, which speaks out on business systems, and he said business software was also being hit, particularly by localities.

Chris Duff-Jones, secretary of the World of Software Distributors and managing director of Williams, said: "We want to make programmers that of piracy goes on it will reduce the amount of new and good software."

Reference Against Software Theft, Chancery House, Chancery Lane, London WC2A 1QU



First in the queue — Victor Harris, of Windsor, Kent, leaves Hambletons with his Amstrad computer

You could be on our pages

We welcome programs, articles and tips from our readers. If you feel that your work meets our standards, please submit it to us for consideration for publication.

- Programs must always be sent on cassette. Listings are helpful, but not necessary. Check carefully that they are bug-free. Include details of what your program does, how it works, variables you have used and hints on conversion.

- Articles on using home computers should be no longer than 2,000 words. Don't worry about your writing ability — just try to keep to the style in HGW. Articles most likely to be published will help our readers make better use of their micro by giving useful ideas, possibly with programming examples. We will convert any sketched illustrations into finished artwork.

- Tips are short articles, and brief programming routines. Your hints can aid other computer users.

All submissions will be acknowledged and the copyright in such works which will pass to Argus Specialised Publications Ltd will be paid for at competitive rates.

Keep a copy of your work and include an SAE. Label everything clearly and give a daytime and home phone number if you can. All work for consideration should be sent to:

Paul Sprott, Home Computing Weekly, No. 1 Colston Square, London W1H 1AE

SHOCK! HORROR! SCANDAL!

SHOCK! CITYATTAK. The seven screen, all action, machine gun game. Super graphics, smooth game play, is a tough challenge for even the hardened arcade action addict.
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HORROR! The journey of your life...condensed! ODYSSEY. Described by Popular Computing Weekly as: 'Addictive with superb sound effects. An arcade game worthy of Jeff Minter for its pure speed of action.' Pick of the week (12th - 13th April 1984).
Now available on disk.

SCANDAL! IT'S ONLY BLACKNROLL. Your chance to succeed! What's mine is yours! To make the big time in 'Showbiz' and show the world that you're a superstar, not just another dreamer.
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**TAPE £6.95
DISK £9.95**

INDEX

```

130 FORK=1TOD PRINT#1:SPC(7);"*****SPC(7);";NEXT PRINT *****SPC(7);
140 PRINT P=5 FORK=4TOD125STEP2 GOSUB1000 NEXT
142 W=7783 FORK=7TOD15STEP2 FORJ=4TOD11STEP2 POKEJ,46 POKEJ+1+5,46 NEXT W=4+46 NEXT
144 W=7783 FORK=8TOD15STEP2 FORJ=4TOD11STEP2 POKEJ,46 POKEJ+2+1+3,46 NEXT W=4+46 NEXT
146 W=8121 FORK=8TOD15STEP2 FORJ=4TOD11STEP2 POKEJ,46 POKEJ+3+1+3,46 NEXT W=4+46 NEXT
148 W=8121 FORK=7TOD15STEP2 FORJ=4TOD11STEP2 POKEJ,46 POKEJ+1+5,46 NEXT W=4+46 NEXT
150 C(0)=48 C(1)=43 L(0)=7964 L(1)=8138 CLC(0)=3:CLC(1)=1 Z=282 FORK=1TOD POKE(L(J)+C(J),CLC(J))
151 POKE(L(0),C(0)) POKE(0,0) CLC(0)=P NEXT P=0:(RND)*64 B(0)=HF B(1)=HD S=0 H=-(RND)*2
152 POKEV,37 FORK=HTOF J=(INT(K/4)+K/4)+2 POKEB(1,2) L=L(J) B=B(J) IFJ=OTHERS160
153 D=SDH(C(K)-C(M))+M R=R(C) GAGOTO190,288,138
154 GET# R=RD# " " R=ASC(R) IFN=62THDIFN=4:(RDV)+N H=0 Z=288
155 IFN=62THDIFN=0:(RDV)+N H=-(RDV) Z=282
156 IFN=C(K)/RND(C(RV)+THEH288
157 TL=L+(C(J)*-(C(MT)-C(M)*H+J)=M(CMT)*-(J=HD)-(J=0))*+(R=RV))-(R=KC)) CL=44
158 TL=L
159 H=PEEK(L) IFPEEK(L)>OFORW=POPEEK(L)>OFINDPEEK(L)>C(0):THEH288
160 HL=L+0 H=PEEK(L) D(J)=D(J)+D(L)+C(V))-(R=H(C)) D(H)=D()+H(OTD281,215
161 HL=L+1 H=PEEK(L) IFN=THEH215
162 IFN=C(0):THEH288
163 IFJ=OTHERS160 H=5-(C(0))+5 GOSUB1050 POKEB,259 GOTO130
164 IFD=CANDH(C(0)),SHND(1):THEH219
165 GOTO130
166 IFN=62THDPOKEB,248 H=H+25 GOSUB1050 GOTO130
167 IFN=C(V):J=THEH215
168 D(J)=C(0)+D(H)+C(MT)-C(M)*H+J)=M(CMT)*-(J=HD)-(J=0)) D=B(J) C(J)=B(C(J) GOTO2
169
170 IFN=C(V):J=THEH288B(1299 GOTO130
171 POKE(L,CL(J) CL(J)=L+L(J)+HL POKE(L(J),C(J)) POKE(L(J)+C(V),CL(J) NEXT J IFN=C(1):THEH
172
173 POKEV,15 PRINT:INOUT# H=H+100 GOSUB1100 FORK=125TOD255 POKEB,1 1=1 NEXT R=R
174
175 FORK=1TOD POKEB,248 POKEB,259 NEXT POKEV,0 GOTO130
1800 P=(P-1)*2+1 PRINT#1:LEFT$(R$,12)-1:MID$(C$,P,1):MID$(C$,P,1):MID$(C$,P,1):LEFT$(B$,1-4);
1805 IFD=4OR1=12THDPRINT"*****+++",
1810 PRINT:LEFT$(B$,1-4):MID$(C$,P+1,1) IFD=12R=DF=3THDRETURN
1815 PRINT:LEFT$(B$,P,1-4) DF=12THDPRINT#1:RETURN
1820 PRINT#1:LEFT$(R$,12-1) PRINT#1:LEFT$(R$,12-1) PRINT#1:14)"*SPC(1-3):LEFT$(
1825 R$,12-1)*" RETURN
1830 C=0+0 H=0
1840 PRINT:L#"*SPC(18)*+," PRINT:L#"*SPC(9):MID$(STR(B(0)),4) PRINT:SPC(9)*"STR(B(
1845 RETURN
1850 POKE(L(0),P POKE(L(0),R POKEB,2 FORK=15TOD15STEP-1 POKEV,1 POKE(L(0),R
1860 POKE(L(0),P NEXT POKE(L(0),CLC(0)) POKE(L(0),CLC(0)) POKEB,9 C=C+1 GOSUB1100 RETU
1865
1875 FORK=1TOD13 REPRK FORK=9TOD REPRK POKEH=1,8 NEXT NEXT
1880 FORK=755TOD7691 POKEB,PEEK(L+255888) NEXT
1895 FORK=7176TOD7363 POKEB,PEEK(L+255888) NEXT RETURN
1900 DATA7488,98,98,98,24,24,38,98,98
1910 DATA7496,8,231,65,255,255,65,231,8
1920 DATA7488,8,8,8,8,8,8,8,8
1930 DATA7456,8,8,8,8,255,8,8,8
1940 DATA7448,8,8,8,8,15,8,8,8
1950 DATA7456,8,8,8,8,248,8,8,8
1960 DATA7472,8,8,8,8,248,8,8,8
1970 DATA7464,8,8,8,8,15,8,8,8
1980 DATA7528,238,178,174,172,234,8,8,8
1990 DATA7528,224,128,224,128,224,8,8,8
2000 DATA7515,238,128,232,48,232,8,8,8
2010 DATA7536,8,8,8,8,8,24,24,8
2020 DATA7424,8,8,8,8,8,8,8,8

```

Your life is endangered by the white racing car heading for you at breakneck speed. Can you save yourself? This arcade game is by R.H. Boyd

How it works

- 1 clear screen, fill it black.
- 2 define variables
- 3 check for high score
- 4 set high score
- 5-12 define variables for each segment of snake
- 13-164 fill screen, options
- 165-168 draw snake border
- 169-183 place snake on screen
- 184-188 press characters
- 189-244 fill up variables for number of pits
- 245-248 randomly position pits
- 249 100% timer
- 250-258 detect hits
- 259 250 move snake and detect pits on path
- 260-268 instructions
- 269-282 sound effects

Snake, in the name suggests, involves moving a snake around the screen, eating pits and avoiding everything else.

There's a 30-second time limit to clear each screen, and there are more than eight pits to catch and every screen.

Scoring is on screen and a record is kept of the high score, which is displayed on the title screen. Full instructions are also included in the program.

Watch out as you guide a snake about

The name suggests SNAKE is the program as it goes to the Commodore control devices. Times need not be speeded.

Variables

- P: direction of snake
- LB: high score
- LA: high score
- AA to AV: position of each segment of snake
- PL: number of pits on screen
- G: number of pits remaining to complete screen
- TH: relative of time remaining to complete screen

You've got just 30 seconds to clear the screen in this fast and furious game by Eric Liddell for the Commodore 64

```

1 PRINT"?" POKE 53280,0 POKE 53288,0 2=54272 P=-1 PL=0 G=5
2 IF SCORH THEN H=SC
3 SC=0
11 A0=1681 A1=1682 A2=1683 A3=1684 A4=1685 A5=1686 A6=1687 A7=1688 A8=1689
12 A9=1610
13 PRINT"          SNAKE"
20 FOR I=1 TO 5 PRINT NEXT
25 REMORED3
30 PRINT"          SNAKE"
35 REMORED3
40 PRINT"          SNAKE"
45 REMORED3
50 PRINT"          SNAKE"
55 REMORED3
60 PRINT"          SNAKE"
65 REMORED3
70 PRINT"          SNAKE"
75 REM [REB]
80 PRINT"          SNAKE"
90 FOR I=1 TO 5 PRINT NEXT
100 PRINT"          PRESS ANY KEY TO CONTINUE"
110 GET A$ IF A$="" THEN 110
120 FOR I=1 TO 5 PRINT NEXT
130 PRINT" DO YOU REQUIRE INSTRUCTIONS (Y OR N) ?"
135 GET A$
140 IF A$="N" THEN 200
150 IF A$="Y" THEN 1000
160 GOTO 135
200 PRINT"?"
210 FOR I=1284 TO 1183 POKE 1,168 POKE 1+2,6 NEXT
220 FOR I=1183 TO 2823 STEP 40 POKE 1,168 POKE 1+2,6 NEXT
230 FOR I=2823 TO 1984 STEP -1 POKE 1,168 POKE 1+2,6 NEXT
240 FOR I=1984 TO 1864 STEP 40 POKE 1,168 POKE 1+2,6 NEXT
250 POKE A0,56 POKE A1,61 POKE A2,61 POKE A3,61 POKE A4,61 POKE A5,61 POKE A6,61
260 POKE A8+2,13 POKE A1+2,2 POKE A2+2,2 POKE A3+2,2 POKE A4+2,2 POKE A5+2,2
265 POKE A6+2,2 POKE A7+2,2 POKE A8+2,2

```

COMMODORE 64 PROGRAM

```

260 POKE 17:81 POKE 18:81 POKE 19:32
261 PRINT "#####"
262 PRINT "#####"
263 PRINT "#####"
264 PRINT "#####"
265 PL=0
266 G=0
267 G=0
268 FOR I=1 TO 8 A=INT(RND(1)*9999)+1
269 IF PEEK(1168+H)/C>32 THEN X=INT(RND(1)*9999)+1 GOTO 288
270 POKE 1168+K:87 POKE 1168+K+2:1 NEXT
271 TIE="999999" GOTO 378
275 GET B$
288 IF B$="E" THEN P=40
290 IF B$="X" THEN P=40
292 IF B$="S" THEN P=1
294 IF B$="B" THEN P=1
300 POKE 54256:1
348 A0=A0 A1=A1 A2=A2 A3=A3 A4=A4 A5=A5 A6=A6 A7=A7 A8=A8 A9=A9
349 FOR I=0 TO 9
350 IF PEEK(A0)=97 THEN SC=SC+10 PRINT "SS SCORE "SC GOTO 368
360 IF PEEK(A0)/C>32 THEN 5000
378 POKE A0:50 POKE A0+2:10 POKE A1:81 POKE A1+2:2 POKE A9:32
379 REM (HOME)124 CMB RIGHT)
375 PRINT "##### TIME "TIE IF TIE=999999 THEN 5000
376 POKE 54256:0
388 GOTO 295
999 REM (CLR)
1000 PRINT "P
1001 REM (GRN)
1010 PRINT "
1015 REM (BLN)
1020 PRINT "
1030 PRINT PRINT PRINT PRINT " KEYS ARE -"
1035 REM (RED)
1040 PRINT
1050 PRINT " UP"
1055 PRINT
1060 REM (RED)
1065 PRINT "
1070 REM (RED)
1075 PRINT "
1080 REM (RED)
1085 PRINT "
1090 REM (RED)
1095 PRINT "
1100 REM (RED)
1105 PRINT "
1110 REM (RED)
1115 PRINT "
1120 REM (RED)
1125 PRINT "
1130 REM (RED)
1135 PRINT "
1140 REM (RED)
1145 PRINT "
1150 REM (RED)
1155 PRINT "
1160 PRINT PRINT PRINT "
1170 GET A$ IF A$=" " THEN 1170
1175 REM (CLR)
1180 PRINT "P
1185 REM (B CMB DOWN)
1190 PRINT "##### THE AIM OF THE GAME IS TO EAT ALL THE"
1195 PRINT

```

```

1200 PRINT "ROUND PILLS SCATTERED AROUND THE FIELD"
1210 PRINT "WITHIN THE TIME LIMIT. (DISPLAYED TOP" PRINT
1220 PRINT "RIGHT OF THE SCREEN).YOU SCORE TEN PTS" PRINT
1230 PRINT "FOR EVERY PILL EATEN *****" PRINT
1240 PRINT PRINT "PRESS ANY KEY TO START THE GAME"
1250 GET A$ IF A$="" THEN 1270
1260 GOTO 200
3000 POKE 54256.15 POKE 54277.6 POKE 54276.33 POKE 54273.18 POKE 54272.18
3010 FOR I=1 TO 100 NEXT POKE 54277.9 POKE 54276.0 POKE 54273.9 POKE 54272.0
3011 PL=PL+1 IF PL=9 THEN 300
3030 GOTO 370
3040 RESTORE POKE 54256.15
4000 POKE 54277.9 POKE 54276.33 POKE 54273.1 FOR I=1 TO 100 NEXT
4010 READ R IF R=-1 THEN POKE 54273.9 POKE 54272.0 GOTO 1
4020 POKE 54273.9 POKE 54272.9 POKE 54276.0 GOTO 4000
4030 DATA 8.147.9,139.18,235.19,285.9,147.12,216.6,147.34,175.-1.-1
5000 POKE 54256.15 POKE 54277.139 POKE 54276.248 POKE 54273.1 POKE 54272.179
5010 POKE 54276.129 FOR I=1 TO 370 NEXT POKE 54276.0 POKE 54277.9 POKE 54278.0
5020 GOTO 1

```



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| 47. 繰下金 | 100.00 | 48. 繰上金 | 100.00 |
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| 51. 繰下金 | 100.00 | 52. 繰上金 | 100.00 |
| 53. 繰下金 | 100.00 | 54. 繰上金 | 100.00 |
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| 2 | JANE DOE | 32 | F | OWNER | 10-10 | 10-10 |
| 3 | JOHN DOE | 35 | M | OWNER | 10-10 | 10-10 |
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Spy's Demise TI-99/4A + MiniMemory £8

Chalfont, from Sarnley, 12
Avenue Rd, Sarnley, Cleethorpe
NG3 1AH

This is the earliest role version of the Extended BASIC game and easily enough easier to play. You are left on the Minicomputer screen in Pong, resp, and you must shoot it from your own, simplified shooting guards while building up a coded message — the solution of which could use your code software — and you will be called forward or pushed.

This role however the game leaves off at the top and bottom (they seemed to wrap) round, which makes the more difficult but your movement

control is far tighter, and when you get the option to pause everything stops, unlike the Extended BASIC version it is a bit, more than anything, which makes the game easier and because there is less frustration, the enjoyment is greater.

Although there are really two game files — the computer battle with the guards and the code building — the code could easily be obtained in both versions. However, the game would build your information and success in its own right.

The graphics display is very similar to the Extended BASIC version, and there is more than enough control of screen. **PS**

| | |
|-----------------|------|
| introduction | 80% |
| playability | 100% |
| graphics | 90% |
| value for money | 85% |

★★★★★

Lander/ Squash/ Raiders Sord MS £12.95

COL, COL, Inc, Cabling Hill,
Loughborough Leics LE11 3BA

This package consists of three games.

Lander is, as you can probably guess, the classic moon landing game. It's really sophisticated and worth all I found a computer to land.

In Squash you move a ball up and down to keep a ball in court for as long as possible. Every time the ball hits the wall you want to be maintained. The Landing down Raiders. Captain and squad leave a lot to be desired and the game itself is unimpressive and boring.

In Raiders, you control a

fighter plane moving left and right and shooting down the enemy planes which fly down screen. Although simple in concept, I found this game surprisingly addictive.

Given these are all written in BASIC I am sure in the the graphics and sounds are unimpressive compared with the more sophisticated games available. What I mean they are all very unimpressive and, with the exception of the last one, very boring. Although together they only cost half as much as a computer they are of very low quality and also not recommended very highly. **PS**

| | |
|-----------------|-----|
| introduction | 80% |
| playability | 40% |
| graphics | 20% |
| value for money | 40% |

★★★

Electron Dragon £2 £8

Tom Mils Software, 41 Town
Rd, St Asaph, Conwy FL15 2SL

The package consists of four versions for one or two players which start by successfully completed before you can move on to the next level.

Each player starts with four lives. Minicomputer is a classic board game played for hours of time. Apparently you are on the right or left points, although I found I could use the right one.

The four games are: Pong, in which you shoot with your computer in the center of the screen before you get shot or before the ball runs out.

Space Buggy in which you bumpy and the computer leaves space tracks. The first buggy to crash into these lines.

Move on which you look away or on the computer this means before the dragon you.

Forest Field in which you are trapped on a volcanic rock, a collapsing roof. You must shoot your way through before you are crushed to death.

Scenes very for each game which lives that rewarded if you made certain moves.

Not very sophisticated graphics, no games looking simple to play a long time. **J L M**

| | |
|-----------------|-----|
| introduction | 80% |
| playability | 50% |
| graphics | 40% |
| value for money | 70% |

★★★

Games, games and more games!

Here are five action-packed
arcade games which have
been thoroughly scrutinized
by our expert reviewers. Read
before you buy

Pengon Dragon £2 £8

Manfred, 41 Town Rd, St
Asaph, Conwy FL15 2SL

This game for one player has Pengon the penguin swimming through the six levels trying to avoid or attack the many sea beasts.

There are five still levels which govern speed of play. You can jump a block, left or right background.

You must watch the penguin through the six levels means. By using the five buttons you can avoid the water or push them at the screen to send them there. However, no rules I have known that penguin could be so violent, but it is a case of you or them.

There are three main, identifiable major levels which cannot be reached but can be passed together for a bonus of 1,000 points and acceptance to the next screen.

At 10,000 points you get to move program. The graphics are acceptable but I was disappointed to find that Pengon does not look much like a penguin. The program loaded with no problems but it did take a long time. Despite this I enjoyed helping Pengon to the finish and to his right against the Nazis. **J L M**

| | |
|-----------------|-----|
| introduction | 70% |
| playability | 70% |
| graphics | 70% |
| value for money | 70% |

★★★★★

Golactic Encounter/ Checkers TI-99/4A £6

Sarnley, 12 Avenue Rd, Sarnley,
Cleethorpe NG3 1AH

Golactic Encounter is a modern version of Go for the one or two players. In the one player version, the computer takes the role of Red Army 90, while a human player is Red Army 40. In the two-player version, players take the place of the computer.

The object of the game is to capture the opponent's troops. This is done by moving your troops from square to square to their opponent. The game finishes when there are no unoccupied squares, or if either player has no troops left or if both players are unable to move.

A clever playing effort is used to make the strategy open and to move. I found the game to be interestingly changing their strategy code.

The second game on the cassette, Checkers, is a variation of the old strategy game of Go. In this, the player moves a piece to an empty square, with the opponent's move square left high.

Although it is a variation of the game, the game also seems to be a variation for Checkers to be played on the TI-99/4A. The point was to be the solution.

Good value **J L M**

| | |
|-----------------|-----|
| introduction | 70% |
| playability | 70% |
| graphics | 70% |
| value for money | 70% |

★★★★★

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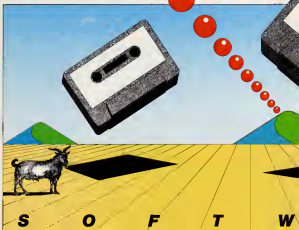
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Sea Adventure 32K BBC £7.95

Vega Games, 28/31 Parcella
St London E2 3SD

You're in a great big motor boat, so you have a lot of work to do to get yourself out of it. Looking out by means of periscopes, shoot down and blow up your foes to find your way home.

The story so far is that your characters were taken by alien enemies. Fortunately you managed to launch the lifeline, and the game starts with you drifting in the sea with the help of rescuing friends.

Then fairly straightforward adventure follows in a Mode 1 screen packed with such horrors, and you have the ability to carry

out instructions by using your key. This is obviously a great help to the inexperienced player, but my regular adventures will have typed in and printed instructions before he can remember you have to press function key 0 to invert words.

I was a little disappointed that the game included no SAVE option, which I thought was standard in all adventures. After completing the adventure I can say that it isn't very spectacular, but I did enjoy the welcome feature.

| | |
|-----------------|-----|
| entertainment | 60% |
| value for money | 70% |
| playability | 90% |
| graphics | 90% |



Wheels Sord MS £5.95

COL, COL Ltd, Gillingham, Kent ME8 2BB

You are in the driver's seat of a rally car and must finish a course as fast as you can possibly. The little character, which barely resembles a cat, must be controlled via the mouse keys or joystick. There are advantages which have been removed and the instructions pagelet leave you frustrated.

The screen design is basic: 0, 1000, 2000 and track. The cat starts from top left and you have to negotiate the 90° turns. Whether you crash the cat, that is lost.

I could see that thought had

gone into the game's design. Most car parts, detailed instructions in the program, various 1000 levels and so on but the based a very crude and sometimes a more course. Why are character pagelets when the MS has such powerful text graphics?

Many games are very good because they are simple. This game is too simple and offers you no challenge. If it was to make a good and better graphics and sounds were used, it might have been a good game. However, as it stands, I cannot recommend it at all.

| | |
|-----------------|-----|
| entertainment | 60% |
| value for money | 70% |
| playability | 90% |
| graphics | 90% |



Forbidden Forest CBM 64 £8.95

Adungham, PO Box 11,
Reading, Berks

This could be another version from Adungham, who seems to concentrate being not only good software.

The object is to fire arrows at various target creatures. The rewards obtained are shown in your good deed — see for the details.

The command is a forest. As you move left or right using the keypad the screen scrolls from side to side. When moving you see the display is a forest with your objects moving faster than other objects.

As time continues the music goes and falls, screen colours change and time goes on. This is a new world which gives the game variety.

The backing music plays throughout. After a while you get tired of that, instead of using a gun.

To give yourself you need a colour version of monitor. When using black and white the screen of you tend to blind yourself.

Incidentally, I thought the bug in the screen with the display wasn't very original. Once when the display failed I was taken to about the place where the other MSB-screen came.

| | |
|-----------------|-----|
| entertainment | 60% |
| playability | 70% |
| graphics | 80% |
| value for money | 80% |



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Enigma 32K BBC £5.95

Enigma, 20 Omega St, London
WC2H 7ED

Enigma is not aimed at "a new type of computer game" based around a pack of cards. As the story you select which one of five rules to play by, and then discover the nature of this rule by playing the game.

Quite simply you as the computer select a "start card". As the cards are played the computer will indicate you whether a line from accepted or rejected according to the rule in use and progressively his progress. Probably, however, during the days, I failed to discover one of the rules.

The only computer I had about the machine was the rules in which the cards were selected and whether they were accepted had to be written on a piece of paper and analysed later. It would have been a lot to do, but I had been a little naive in making the relevant line to be recorded successfully.

Should you be the type of several minutes who can solve Enigma's rules? I think you should be able to do this in the game.

| | |
|-----------------|-----|
| entertainment | 70% |
| playability | 80% |
| graphics | 80% |
| value for money | 80% |



Battle Planet 32K BBC £6.95

BF Marketing, Wargrave Ho,
New Town Centre, Wargrave
RG40 1LD

The idea shows a career ending results seen from the concept of a spaceship. During the results are also craft and the score looks on for a space age movie.

From the instructions I discovered that the track was on the main planet, and your mission is to launch one of those planets into the planet's trajectory spot. The computer set of a well-known line.

The most obvious the danger between yourself and the worst, while fighting, all robot fighters. If you fail to hit the fighter, only the planet can keep you being frustrated with an angry ball. After three of these you're dead. Using the shield drains energy and finally ends the game.

Despite a slight limitation in space I missed the game, but instead of looking out from the cockpit my ship was a ball which swirled as the basis of the screen. The alien vehicles were slowly moving and showing the they were a almost impossible.

Perhaps BFC screen is really but it now expect more color, animations and better graphics definitions from arcade games.

| | |
|-----------------|-----|
| entertainment | 60% |
| playability | 80% |
| graphics | 80% |
| value for money | 80% |



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ORIC PROGRAMS

No doubt you remember all those TV commercials when they show you the many things that can happen to your teeth when you eat too many sweets, or don't clean your teeth properly.

Well, this game brings all your worst fears about the state of your mouth to life. The weapon against the dreaded tooth decay is your tube of toothpaste — and we have no complaints as to how. As far as this game is concerned, any toothpaste will do the trick.

- Variables**
- N, T plot coordinates
 - MAX plot area
 - B double which way went gem
 - A move (only once)
 - G1 gem
 - T1 time taken since start has the tooth
 - A1 amount ate
 - Q1 tooth

What you have to do is blow the multicolored marbles away at your teeth. The first time they are successful in attaching your lungs, your tooth gets an attack of parodont and turns yellow. If you let them eat your teeth a second time, you'll lose all your

How it works

5-140 set up variables
100-140 special FORALL
140-2000 main loop
read loop: key routine
2000-2100 read input
2100-2240 change path
2240-2300
2300-2400 and
2400-2510 was defined
2510-2600
2600-2700 on an screen
2700-3100 main

teethy people and holes teeth would be the only answer.

Press Q to move up, Z to move down and the space bar to fire. For some reason you only are half of a marblomom when A moves — can you think why that is?

There are 17 UDGs, and if you want to control this game in the Spectrum, you must edit some of the graphics. The Doc uses an 8 x 4 grid for its UDGs.

The character string controls to line 30 which the keyboard stops off. The values are variables the cursor off. The C140 strings 0-5 plot colors colours in custom palette. The Oric's screen is 32 x 24. If your computer doesn't have REPEAT UNTIL loops, change them for FOR...NEXT loops.

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10 DIM PLOT(10,10)
11 MAX=0
12 B=0
13 A=0
14 T=0
15 G1=0
16 T1=0
17 A1=0
18 Q1=0
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Here's a game with a moral to it: take care of your teeth and protect them from sticky sweets or you'll lose them. D.A. Jacques dreamed up this

Attack of the marsh -mallows

COMPETITION

Win a copy of the brilliant chart topper, Beach Head, and an authentic American jeans-shirt from US Gold, the distributors of top quality software in the country.

Death Island has been widely acclaimed for its vivid 3D graphics and dramatic, surreal effects. It's billboard graphics won't let you gaze at the Caribbean for trees and graphics, and the 3D world game has been a forward here, after all that. Since then it was released for the Macintosh.

Remark: If α is small, $\ln(1 + \alpha) \approx \alpha$, and $\ln(1 - \alpha) \approx -\alpha$.

The students observe all a case engagement followed by their handling on a defended track. The object of this game is to take the

US Gold is a new company, formed in February this year. Headed by David Brown, a former media, financial and professional executive, US Gold has organized a series of financing deals which include the company, its subsidiaries, the loss of American influence in this country — without the usual of course caveat.

WILL Gould has collected the very best of American puns, and is bringing them to the U.K. as normal and decent and clever. However,

"Because we are aware there is more difference between us and others than the papers would lead you to believe, I will have it said nothing about this matter in the papers," he wrote to Clinton.

"Our company name, US Gold, is really our seal of approval," he continued. "These people are solid gold."

Also in the US Gold range on Zirconia for the Axi, which we mentioned as being available in 1983 in the Sanyo, and Delta Quam is now selling for the Commodore 64 and Axi, and also on other sets.

*Other games based on Delta Force have been announced for the PlayStation 2 and Game Boy Advance.

**Go for gold
— win
Beach-Head
and an all
American
sweat-shirt
from**

U.S. GOLD

100 per cent. United physicians for the Latin American people, "the world the people, and the prophets and writers the people." Here's your chance to write and read about the people and the people.

And your name is on the way down
down right off Beach Head and a US
Cold water swim is to find all the
US Cold water on our marketplace
Go down!

[illegible]

Grade the workpieces and mark all the L/S band holes you find with a ball point or semi-permanent ink cap pen. Complete the process fully and clearly — if you are a welder it will be used as a label. Label workpieces and cap pens as an

Important: Write the number of this you found on the back of the workpiece.

Send your order to: US Gold Company, 1000 Main Company, Warner Ave 1, Golden Square, London W1R 1AB. Closing date is 1st post on Friday July 26, 1991.

Smokers of the five 30-cigar stores opened at random will receive Black & Red and a 1.5 Gold cigar. Smokers at specialty stores will receive, medium or large, one free cigar choice.

The prize will arrive from L&L (Ltd) within 14 days of the publication of the race containing the results of the competition.

[illegible]

| | |
|-----------------------|-------------------|
| Latin Chalmers | Dustin Quinn |
| Carroll of Middles | Brian Lee |
| Mick | Pauline |
| Barry-Mead | Raymond |
| with Flight | O'Flaherty & Mead |
| Myrtle Marston | Franklin, Frances |
| Thompson | Tracy |

[illegible]

Estes will not be accepted from employees of Japan, Imperial Petroleum, M. G. Cold and Atlantic Petroleum Co. Inc. The station also serves as headquarters, branch and agents of the companies. The Man in Blue is the only station of the order.



U.S. Gold Competition

References

100

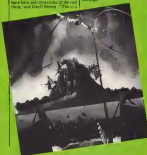
Figure 1

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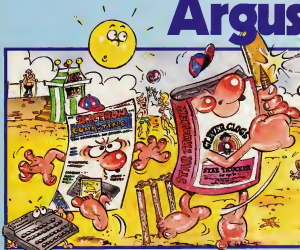
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4. *Journal of Management*, 1994, 20(4), 479-494.

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| 4 Commando | Imagine | Com 64 (2) |
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| 6 Sea Hawk | PSI | Spectrum 11 |
| 7 Jet Set Willy | Software Projects | Spectrum 11 |
| 8 Breakdown | Top Connection | Spectrum 11 |
| 9 Payton | Legend | Spectrum 48 |
| 10 Commando | Imagined | MSX 11 |

NON-ARCADE

| | | |
|---------------------|-----------|-------------|
| 1 Mushi | Antiprism | Spectrum 11 |
| 2 Night Into 737 | Adrenal | Com 64 (2) |
| 3 Call 64 | Adrenal | Spectrum 11 |
| 4 Snipey | Woods | Com 64 (2) |
| 5 Fish of Rome | APS | Com 64 (2) |
| 6 Gold Wings | US-COD | Com 64 (2) |
| 7 Mail of Rome | APS | Spectrum 48 |
| 8 Vastland | Adrenal | MSX 11 |
| 9 Lords of Mystery | Legend | Spectrum 11 |
| 10 (Game Adventure) | COG | MSX 11 |

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SPECTRUM

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| 1 Mushi | 21 House 11 |
| 2 Beach Head | Ultimate 24 |
| 3 Cobra II | Big Boy 11 |
| 4 Commando | Big Boy 11 |
| 5 Sea Hawk | PSI 11 |
| 6 Jet Set Willy | Top Connection 11 |
| 7 Payton | Legend 11 |
| 8 Commando | Imagined 11 |

COMMODORE 64

| | |
|-----------------|-------------|
| 1 Beach Head | Commando 64 |
| 2 Cobra II | Snake 11 |
| 3 Cannon | Commando 64 |
| 4 Commando | Commando 64 |
| 5 Sea Hawk | Snake 11 |
| 6 Jet Set Willy | Snake 11 |
| 7 Payton | Snake 11 |
| 8 Commando | Snake 11 |

DRAGON 32

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|-----------------|----------|
| 1 Beach Head | Snake 11 |
| 2 Cobra II | Snake 11 |
| 3 Cannon | Snake 11 |
| 4 Commando | Snake 11 |
| 5 Sea Hawk | Snake 11 |
| 6 Jet Set Willy | Snake 11 |
| 7 Payton | Snake 11 |
| 8 Commando | Snake 11 |

Compiled by W. H. Smith and Websters. Figures in brackets are last week's positions.

VIC-20

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| 1 Beach Head | Snake 11 |
| 2 Cobra II | Snake 11 |
| 3 Cannon | Snake 11 |
| 4 Commando | Snake 11 |
| 5 Sea Hawk | Snake 11 |
| 6 Jet Set Willy | Snake 11 |
| 7 Payton | Snake 11 |
| 8 Commando | Snake 11 |

BBC

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| 1 Beach Head | Snake 11 |
| 2 Cobra II | Snake 11 |
| 3 Cannon | Snake 11 |
| 4 Commando | Snake 11 |
| 5 Sea Hawk | Snake 11 |
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Z801

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| 1 Beach Head | Snake 11 |
| 2 Cobra II | Snake 11 |
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With £5 to £1 very high accuracy, it allows you the ability to handle up to 120 accounts that, each only having up to 14 periods with 40 transactions per period and 50 "auditors".

There's even a allow you to keep full details of how much money is going where and you can make change the account data to make a completely personal.

You do have to have all the details on your fingertips as you

use the program but it's so easy though, its remarkably quicker than trying to do all this on paper. If you need assistance the program authors can provide all the detail you require.

A very good feature is the automatic error trapping and the use of prompts to tell you what type of input is required in each field. The only problems I found were that the program is a bit slow and I feel programs is a bit slow to report the banking errors and slow in a reasonable manner and the usual one of looking enough money to work easy.

| | |
|-----------------|------|
| documentation | 100% |
| ease of use | 100% |
| graphics | 100% |
| value for money | 100% |

★ ★ ★ ★

Quickdraw 32K BBC 66

Selenia, 44 Broom Rd, Broom,
Sussex BN4 4DP

Quickdraw is another bit stream drawing package. It has all the usual features, e.g. the ability to DRAW and LOAD screens and from tape or disc and to change the finished work of art to a screen.

Quickdraw makes good use of the Apple's Picture Line, providing such facilities as a simple, crude and graphic circle drawing. A finished key ring is provided with the package.

The whole program is divided into two distinct areas. The top screen has provide information regarding the current vector position and also the drawing

mode in use, e.g. Move, Draw Triangle etc. This facility is very satisfactory but confusion is then introduced as this information is also changed to the screen during the printing of the picture. On the screen or printing, the user must provide his own vector drawing system and one level of the program is required to call this routine.

Overall it is a good Quickdraw, easy to use and capable of producing some quite detailed drawings. I do consider this program as a general purpose vector package is what you require.

| | |
|-----------------|------|
| documentation | 100% |
| ease of use | 100% |
| graphics | 100% |
| value for money | 100% |

★ ★ ★

Character Generator 48K Spectrum £9.95

123 Marketing, 12a Cannon
Road, Basingstoke, Hants

If you didn't already know, character generators let you design characters in a designed it is a tool, plus there are over 1000 characters and 128 to 1280. I loaded back each year programs, the usual POINT and DATA files become redundant, create new files and memory. What you can also design as alternative character set.

A program came for the day on the Macintosh, tape and magnetic storage for these and also other characters are in every way. Why would you need that? The program's alternative are on disk, it might have been useful for a night in a library — a computer in other format, which is a letter is all there for years, and the quality who originally designed the type faces.

The program is ready to use in BASIC and points designed. You are faced with the design the, and the only way to reach the end of the program. Selecting in the menu, it is a bit of a pain. All that's the only way to the end of the menu. The menu option, by following the menu, you get display for modification, and the character option appears. This menu really is a double joy, as it is a double of the design the, and the menu. A character generator of the publisher is a double joy and a double joy.

D.C.

| | |
|-----------------|------|
| documentation | 100% |
| ease of use | 100% |
| value for money | 100% |

★

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games, handle your finances
or define keys, there's
something for you here

Key Definer and Character Generator 32K BBC £9.95

123 Marketing, 12a Cannon
Road, Basingstoke, Hants

This package consists of two programs. First we have a function key defining program — to be honest this is very poor. The average BBC owner could write a better program than this. The second program is a character generator. This program is a double joy. The program is a double joy. The program is a double joy.

The second offering is a character generator. This program is a double joy. The program is a double joy. The program is a double joy.

have been reviewed, but it has been reviewed for publication in a magazine.

The program will allow definition of each character and is useful to define, unmodified characters.

Characters are defined by entering a character (such as a 'a') and of course using the character key. Usually when using a character definer the character is moved to the control position on the grid and the key is pressed. This is the program. Every time the character is moved onto a new square the key is automatically set, so you spend most of the time moving characters onto the grid.

| | |
|-----------------|------|
| documentation | 100% |
| ease of use | 100% |
| graphics | 100% |
| value for money | 100% |

★

Scope 64 EDM 64 £17.95

123 Marketing, Hounslow
Road, Hounslow, Middlesex
TW4 6JG

Available on cassette or — as it more — on disc, Scope 64 is a video type (but with a star) video based program and character set as a game program. For the first time, this is a

This is really a new language and compiler. It enables you to write, compile and produce a program which can be compiled into machine code and then run independently of the Scope program.

The Scope compiler is a new kind of machine code and syntax. High level programming is a new kind of machine code and syntax. The compiler is a new kind of machine code and syntax. The compiler is a new kind of machine code and syntax.

Scope provides an easy method of writing machine code. It is a new kind of machine code and syntax. The compiler is a new kind of machine code and syntax. The compiler is a new kind of machine code and syntax.

As regarding code, and the fact that it's worth looking at, you don't want to look at machine code.

| | |
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| documentation | 100% |
| ease of use | 100% |
| graphics | 100% |
| value for money | 100% |

★ ★ ★ ★

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In this game the child must count the number of ones which are generated at random by a coin. Each special number shows the random number generator to produce larger numbers.

Your pupil's score will be awarded, as well high scores. There is also an option for turning off the sound, if it seems to irritate the young person.

| Age Group | Best way to run the country (%) |
|-----------|---------------------------------|
| 18-24 | 65 |
| 25-34 | 60 |
| 35-44 | 55 |
| 45-54 | 50 |
| 55-64 | 45 |
| 65+ | 40 |

90 shoulder strap
 91 turn up (sleeve)
 92 turn off (motor)
 93 water trapping
 94 double strap
 95 double-throated
 96 double-lined overalls
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